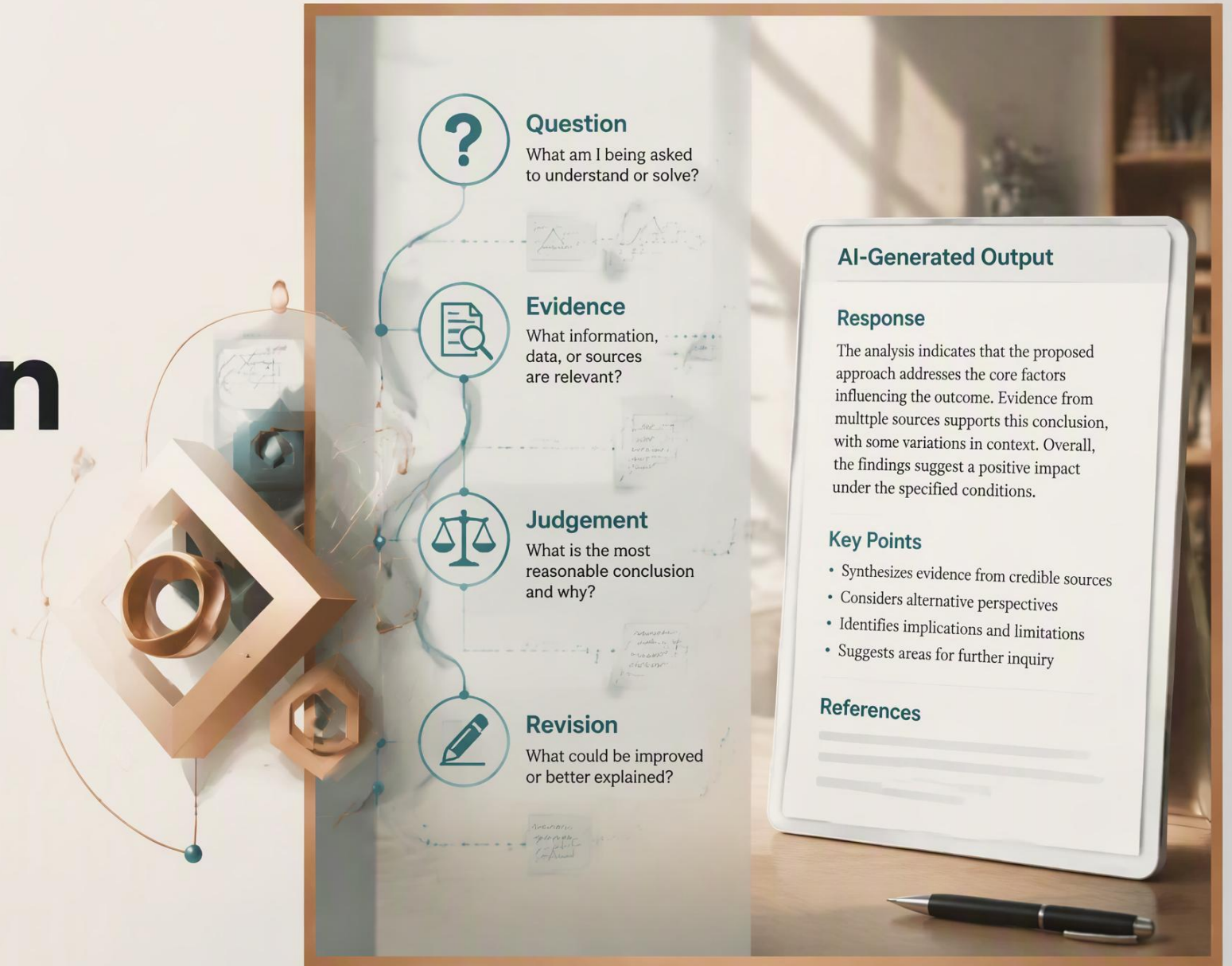


Beyond AI Detection

Designing Learning Where Thinking Remains Visible

Prof. Dr Abd Karim Alias.



Answers are now at our fingertips.

Every fact. Every formula. Every definition.
Almost **instantly.**



Answers are now
at our fingertips.

Questions have
become our
greatest advantage.



Curiosity



Judgement



Critical
Thinking



Creativity



AI DOESN'T REPLACE THINKING. IT ADDS VALUE.

AI is a powerful partner that
amplifies human potential.

AI CAN...

-  Find information faster
-  Explain complex ideas
-  Generate options and insights

HUMANS ADD WHAT MATTERS MOST...

-  Ask better questions
-  Think critically
-  Make wise judgements
-  Create meaningful impact

AI



More focus on
higher-order thinking



More time for
deep learning



More personalised
learning experiences



More creativity
and innovation



Better preparation
for real-world challenges



The future belongs to learners who know how to **use AI** — and **think for themselves.**

AI DOESN'T TRANSFORM LEARNING. PEDAGOGY DOES.



AI WITHOUT PEDAGOGY



Faster answers
but shallow understanding



Copy & paste
instead of constructing



Cognitive offloading
instead of cognitive engagement



Surface learning
for short-term results



AI WITH PEDAGOGY



Better questions
that drive deeper inquiry



Visible thinking
that builds understanding



Reflection
that develops metacognition



Meaningful learning
that connects and transfers



Transfer of learning
to real-world contexts



The same AI can produce shallow learning or **meaningful learning**.
The difference is not the technology. It is **the pedagogy**.

The Question Beneath Every AI Policy

The issue is not whether students use AI.

The issue is whether AI **replaces the thinking** the course is meant to develop.

Our task is to redesign learning so AI can support the work while students still own the thinking.

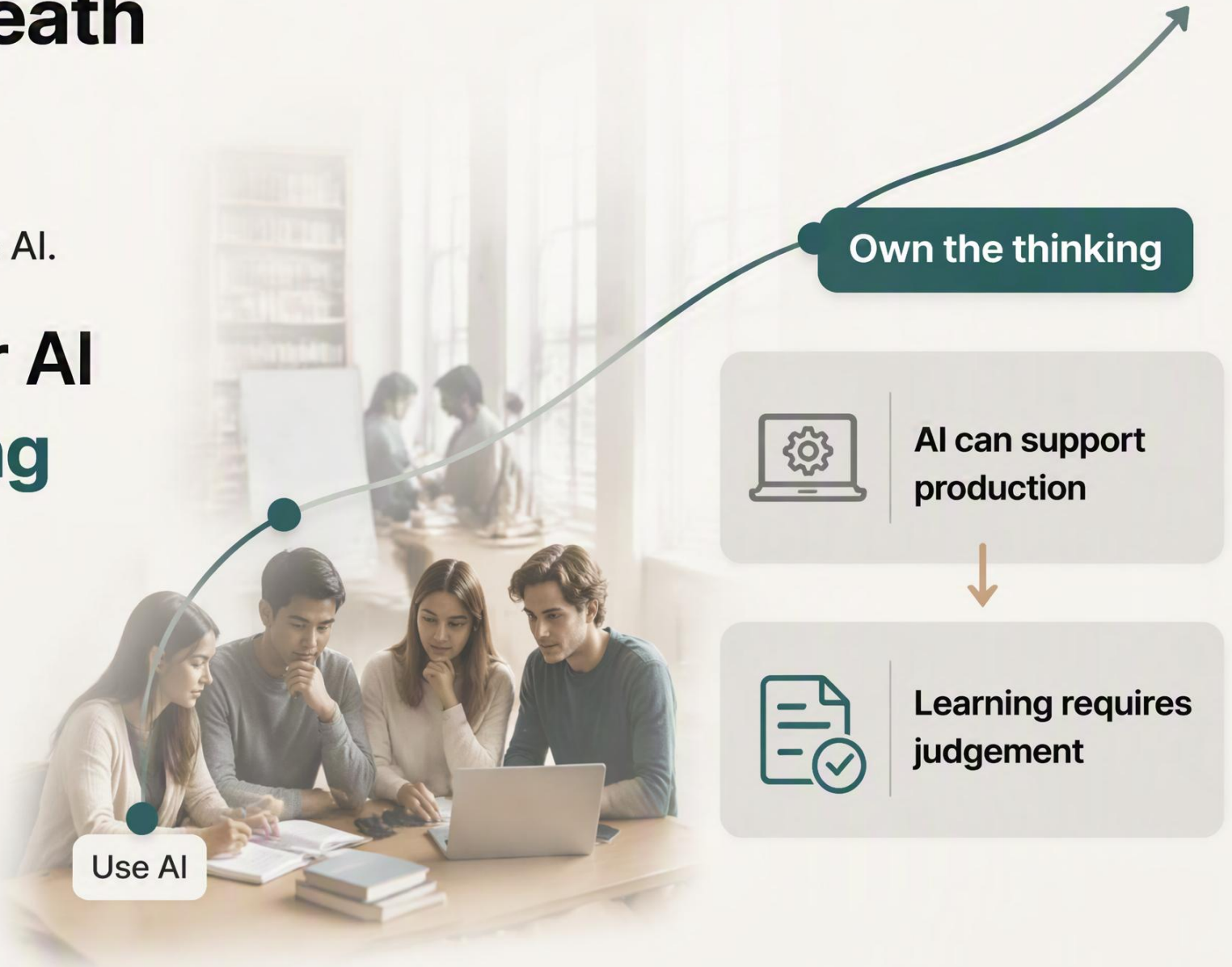


Table of Contents

Seven sections for redesigning learning so AI can support the work while students still own the thinking.

- 01** — Why student work now means something different
- 02** — From detection to redesign
- 03** — Cognitive offload, visible thinking, and ownership
- 04** — Human–AI responsibility and activity patterns
- 05** — SAMR for AI-integrated learning design
- 06** — Assessment redesign and practical workflow
- 07** — Workshop: audit and redesign one assessment



01 — WHY AI CHANGES THE MEANING OF STUDENT WORK



 PRODUCT

 PROCESS

 LEARNING EVIDENCE

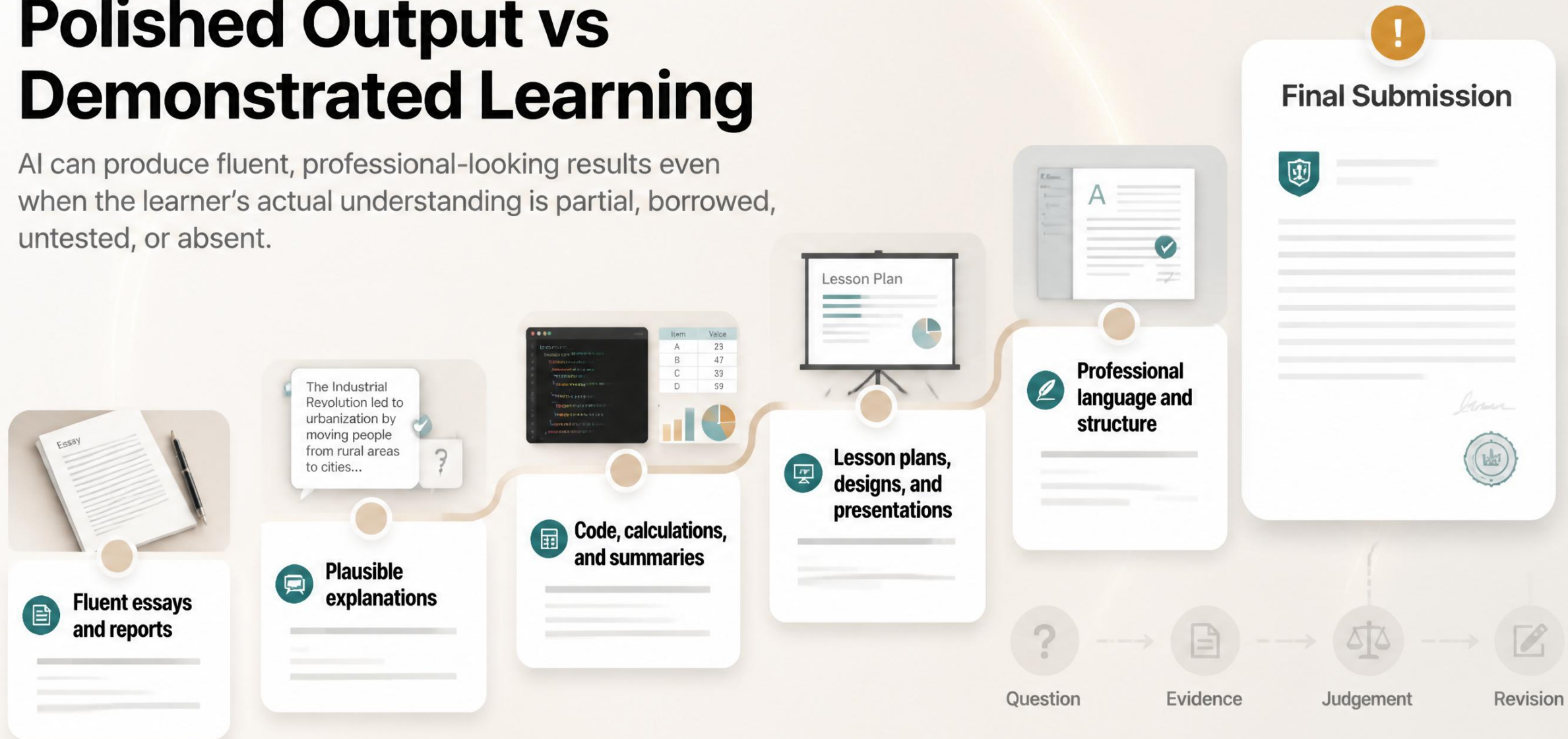
SECTION QUESTION

If a final product can be generated in seconds,
what does that product still prove?

Assessment must look beyond polish and ask what thinking is actually evidenced.

Polished Output vs Demonstrated Learning

AI can produce fluent, professional-looking results even when the learner's actual understanding is partial, borrowed, untested, or absent.



The output may be polished even when the learner's understanding is partial, borrowed, untested, or absent.

Product Evidence Versus Learning Evidence

A polished submission shows an outcome; learning evidence reveals how the outcome was produced, tested, and improved.

Product evidence asks

- What was submitted?
- Is it complete and well presented?
- Does it resemble the expected genre?
- Does it satisfy surface requirements?

Learning evidence asks

- How was the problem framed?
- What knowledge was used?
- What alternatives were considered?
- What was checked, and against what?
- Why were decisions made?
- What changed through feedback and revision?
- Can the student explain and defend the work?

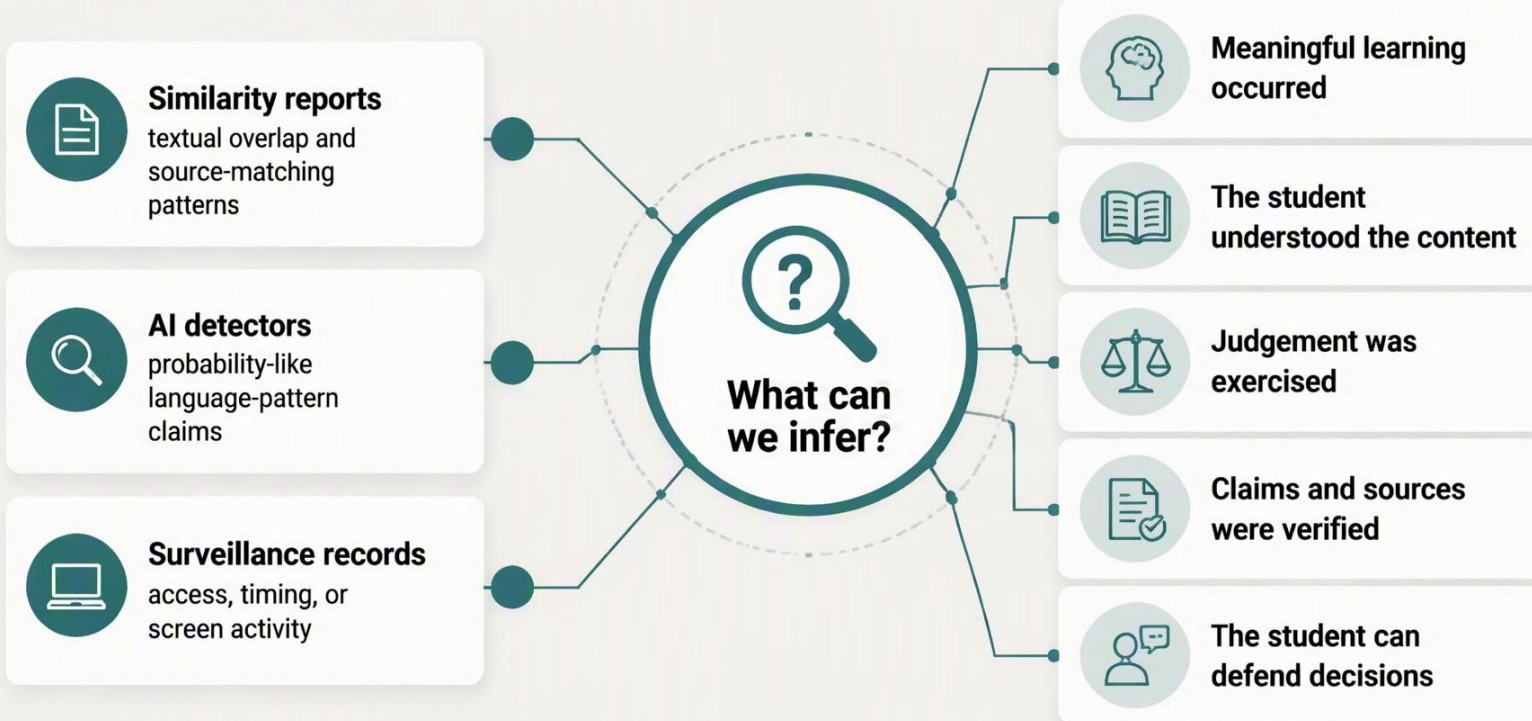
A product is an outcome. **Learning evidence** reveals the thinking that produced it.



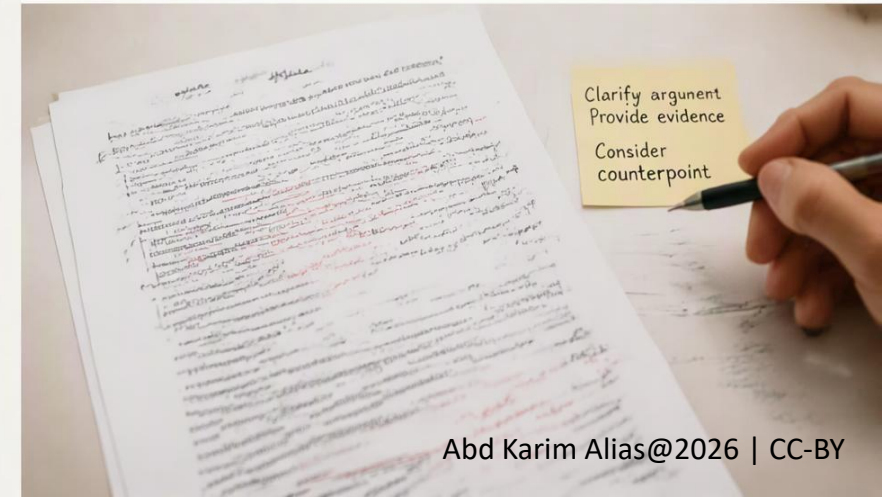
Why Detection is an Insufficient Educational Strategy

Detection may raise questions. It cannot prove learning.

Detection tools may **signal**



Detection can support an inquiry, but it cannot substitute for valid assessment design.



Assessment Validity in the AI Era

Does the assessment still measure the intended learning?

Three-Part Validity Check



Intended outcome

Knowledge, skill, judgement, or disposition students should develop



Task demand

The thinking the assessment actually requires from the student



Submitted evidence

What the educator can genuinely infer from the work



When the evidence no longer supports the inference, the assessment must be redesigned.

Warning Signs



AI can bypass the intended thinking



Rubric rewards polish more than reasoning



Only the final product is visible



Students cannot explain how or why the work changed



Evidence Quality Checklist



Aligned to intended outcome



Shows the required thinking



Sufficient transparency of process



Supports a defensible inference

02

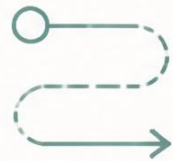
Cognitive Offload, Visible Thinking, and Ownership

What should **AI carry**—and what must the **learner continue to carry**?



Offload

reduce friction



Visible Thinking

show reasoning



Ownership

remain answerable



Cognitive Offload or Cognitive Outsourcing?

THE DESIGN QUESTION: WHAT THINKING REMAINS WITH THE LEARNER?

HELPFUL COGNITIVE OFFLOAD

HARMFUL COGNITIVE OUTSOURCING

more learner judgement

less learner judgement



Reduces
low-value
friction



Frees attention
for higher-order
work



AI offers
examples, prompts,
feedback



Replaces
sense-making



Supplies
conclusions
too early



Leaves the
learner unable to
defend the result



After using AI, is the student more capable — or merely more finished?

When AI Supports Learning vs When AI Replaces Learning.

The difference is whether students evaluate, decide, and defend — or simply reproduce.



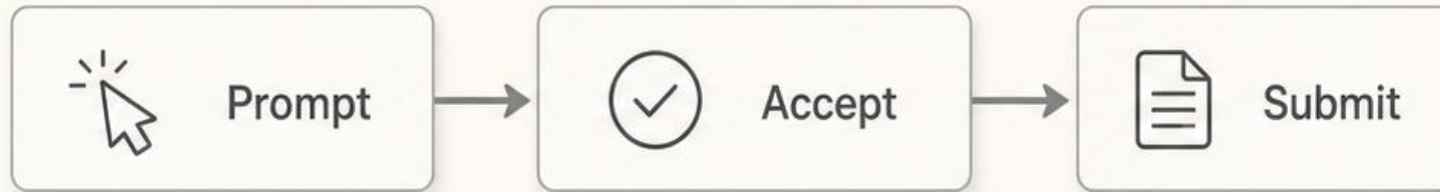
Learning purpose	AI supports learning when...	AI replaces learning when...
 Understanding	It explains, questions, and offers examples the learner evaluates	It supplies an answer the learner reproduces
 Writing	It helps test structure and revise clarity after an initial attempt	It authors the argument and the student makes cosmetic edits
 Problem solving	It offers alternative approaches the learner compares	It selects and executes the method without student reasoning
 Research	It suggests leads the learner verifies in credible sources	It becomes the unverified source
 Design	It generates options the learner critiques against criteria	It makes key choices without justification

 Visible thinking = evaluation before acceptance.

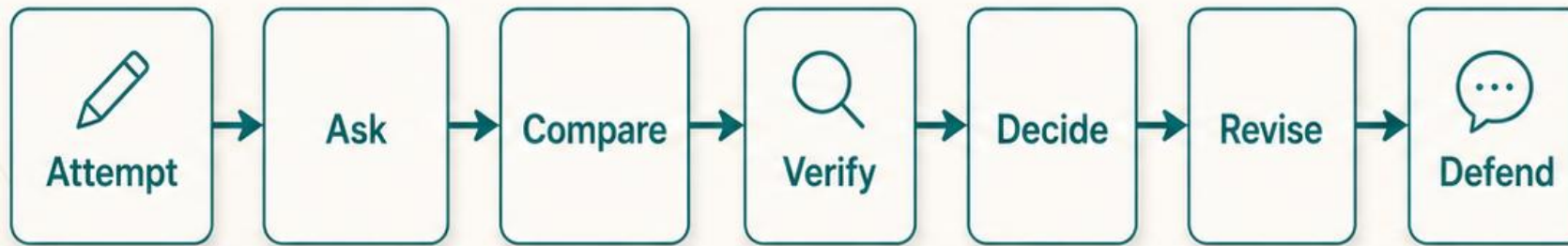
The Spectator Risk

Students can become spectators in their own education.

Passive loop



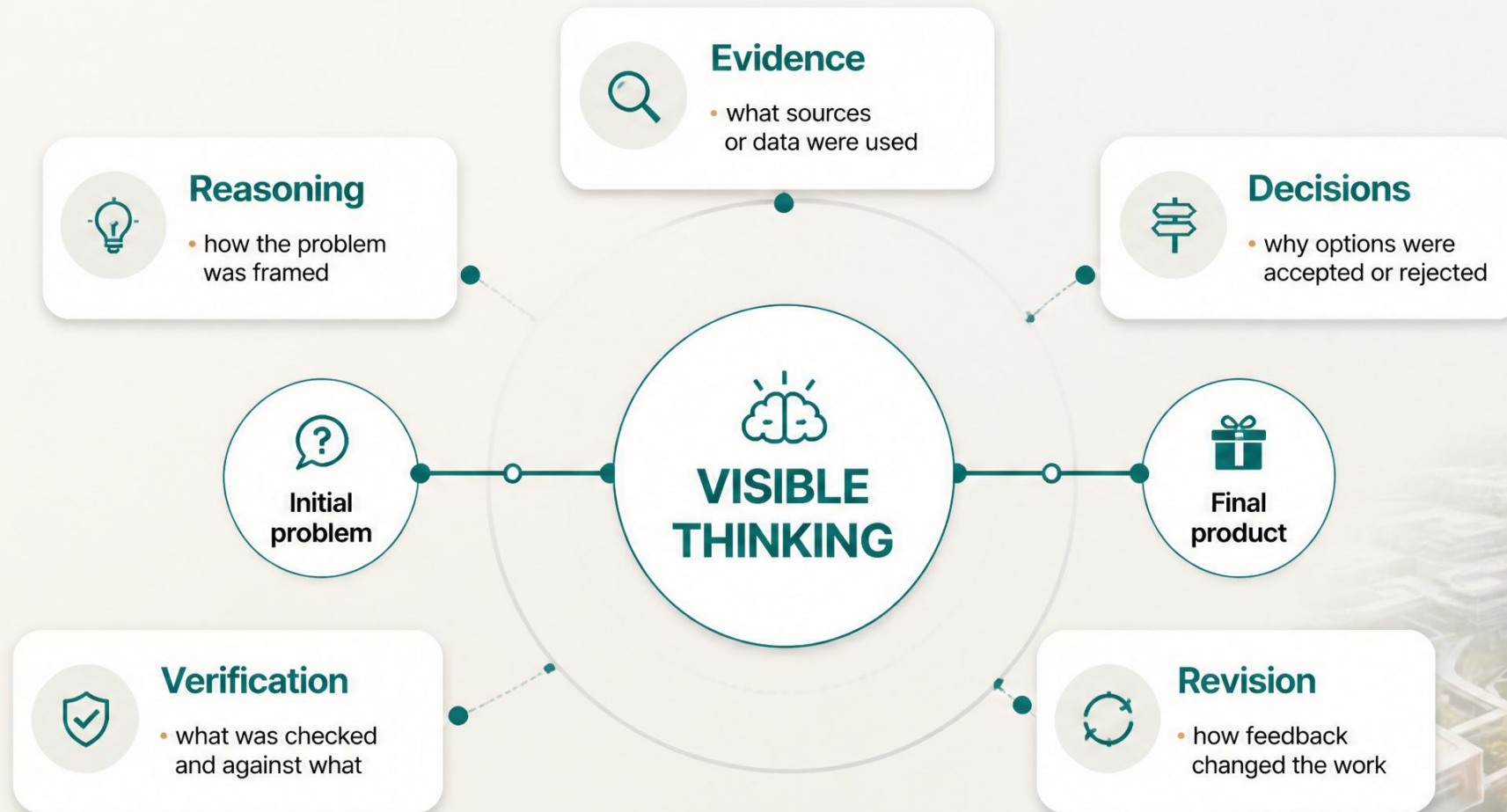
Active learning loop



Design implication

The second loop is slower, but it is where **capability, judgement, and ownership** are built.

Making Thinking Visible



Design tasks so students externalize the reasoning, evidence, decisions, verification, and revision that connect an initial problem to a final product.

Academic integrity is strengthened when **learning becomes transparent.**

A Toolkit of Visible Learning Evidence

Use process evidence to show how students framed, tested, revised, and defended their work.



Select only what the learning outcome requires

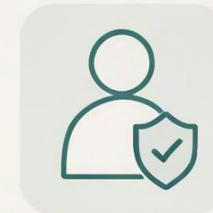
Metacognition: Helping Students Notice Their Own Thinking



Reflection should reveal decisions



AI interactions become evidence



Students remain answerable for judgement

Cognitive Responsibility as a Learning Outcome

The learner remains answerable for the framing, evidence, judgement, decisions, and consequences of the work — even when AI contributes.

Students demonstrate it when they can...

- ✓ State what they delegated and why
- ✓ Verify important claims
- ✓ Explain rejected alternatives
- ✓ Justify final decisions
- ✓ Defend the work under questioning

Responsible AI use is intellectual maturity, not only compliance.



03 The Human-AI Responsibility Map

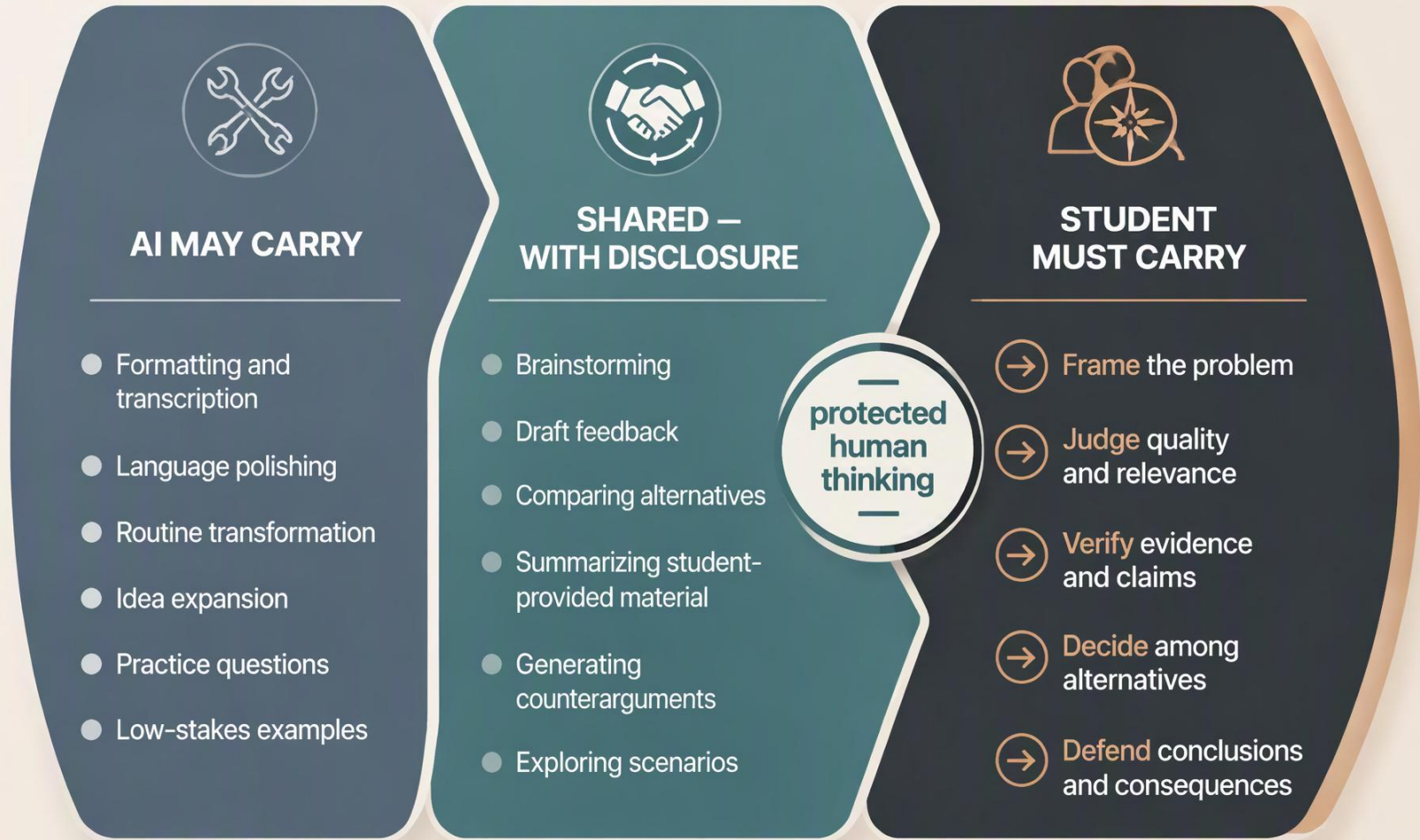


Which parts of the work may be delegated, shared, or protected?

Human–AI Responsibility Map

The boundaries depend on the learning outcome: some work may be delegated, some shared, and some must remain with the learner.

- Clarify the role of AI before the task begins
- Require disclosure where judgement is shared
- Protect the thinking the outcome is meant to develop



— What may be delegated in one course may need protection in another. —

Applying the Map: One Design Decision

Scenario: Students propose an intervention to reduce food waste on campus.



 AI **MAY**
MAY CARRY

Formatting survey
questions

Suggesting
categories

Polishing the
final report

 **SHARED** —
WITH DISCLOSURE

Brainstorming
interventions

Generating
stakeholder
objections

Comparing
communication
strategies

 **STUDENT**
MUST CARRY

Defining the problem

Collecting or interpreting
local evidence

Judging feasibility

Selecting the intervention

Addressing ethical
implications

Defending the
recommendation

**VISIBLE
EVIDENCE**



Baseline problem
statement before AI



Source and field
verification notes



Option comparison
table



Decision memo



Oral defence

Designing AI-Resilient Learning Activities

The goal is not to make learning impossible for AI, but to make the intended thinking difficult to bypass.



Start from the learning outcome

Identify the knowledge, skill, judgement, or disposition students must develop.



Protect the human thinking

Name the reasoning, decisions, verification, or reflection that students must personally carry.



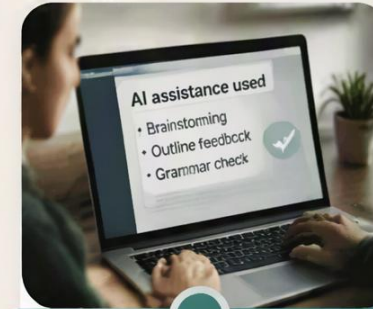
Assign AI a purposeful role

Define whether AI is a coach, critic, simulator, editor, or idea generator.



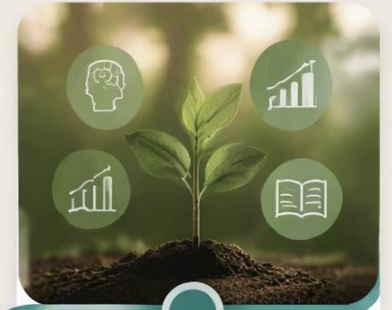
Build in verification

Require students to check important claims, sources, assumptions, and outputs.



Require proportionate disclosure

Ask students to explain meaningful AI use without turning disclosure into bureaucracy.



Design for meaningful learning

Reward evidence of judgement, revision, ownership, and transfer — not only a polished product.

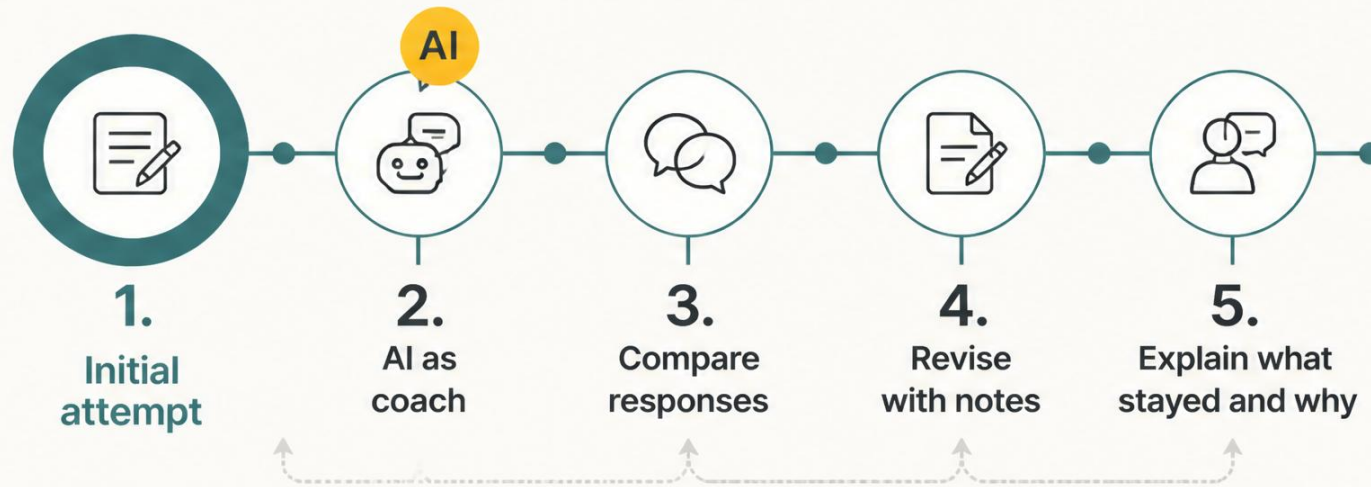


AI resilience means aligning the task, evidence, and responsibility with the learning outcome.

Activity Pattern 1

Attempt Before AI

Students first produce their own thinking, then use AI as a coach, critic, or alternative perspective.



Best for

- conceptual understanding
- writing
- problem solving
- design ideation



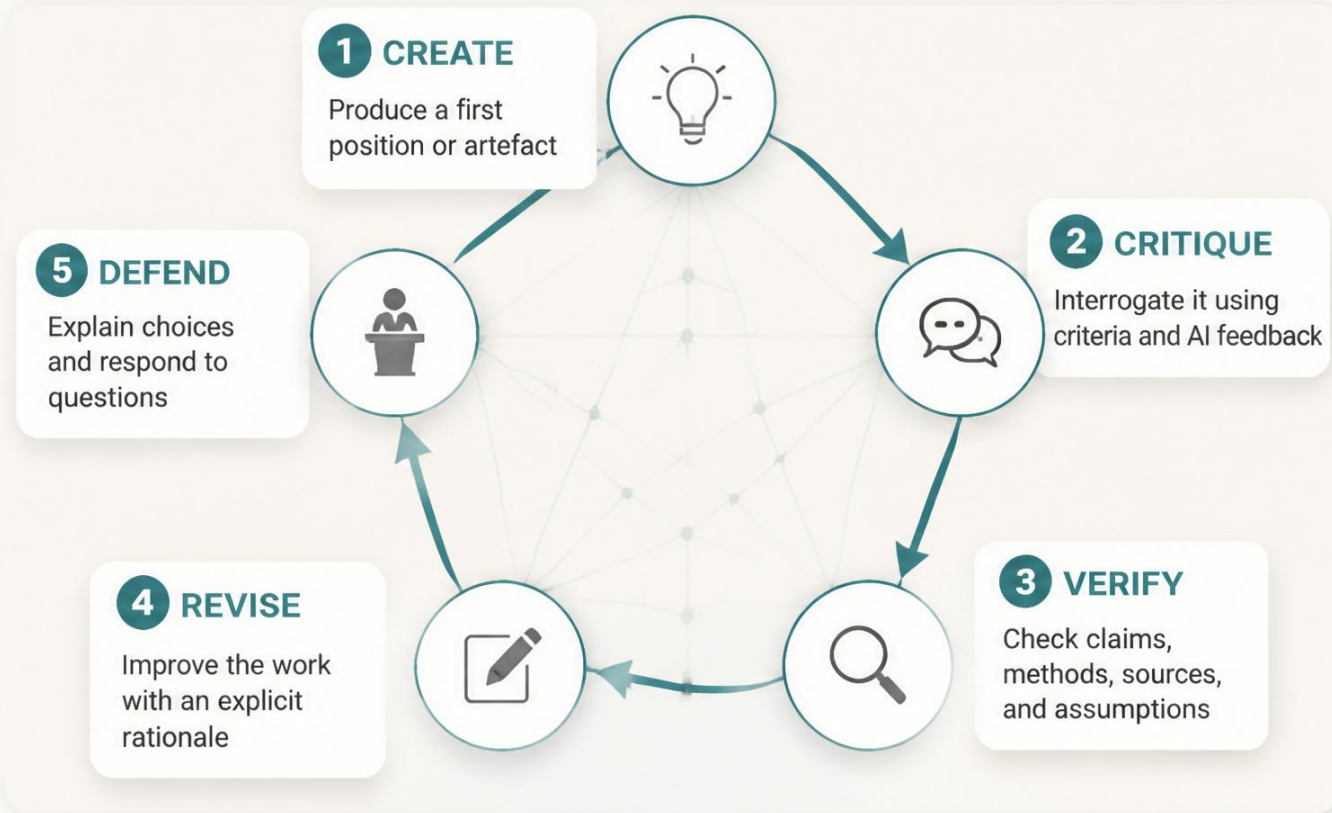
Visible evidence

- initial attempt
- comparison notes
- annotated revision



ACTIVITY PATTERN 2: CREATE, CRITIQUE, VERIFY, REVISE, DEFEND.

A five-stage workflow that keeps student judgement visible.



The final product matters, but the learning resides in the **transitions between stages**.

Activity Patterns Educators Can Reuse

Each pattern converts AI use into an occasion for judgement.

PATTERN LIBRARY



1. Critique the AI

Find weaknesses, omissions, bias, unsupported claims, or poor assumptions.



2. Compare and Judge

Evaluate human and AI responses against explicit criteria.



3. Verify Against the World

Check outputs against data, observation, policy, practice, or primary sources.



4. AI as Simulator

Practise cases, stakeholder responses, conversations, and changing conditions.



5. Decision Memo

Record alternatives, criteria, trade-offs, and the rationale for a choice.



6. Teach Back and Defend

Explain the concept or solution without relying on generated text.



Design move:

shift students from accepting outputs to testing, choosing, revising, and defending them.

04 SAMR and AI-Integrated Learning Design

Is AI merely improving production—or changing what and how students learn?

A design lens for deciding whether AI changes the task, the evidence, or the learning itself.



Substitution



Augmentation



Modification



Redefinition

The SAMR Ladder

AI-integrated learning design lens

Modification

AI enables significant redesign of the learning task.

Augmentation

AI replaces a tool with useful functional improvement.

REDEFINITION

MODIFICATION

AUGMENTATION

SUBSTITUTION

Redefinition

AI enables a learning task previously difficult or impractical.

Substitution

AI replaces an existing tool with no meaningful functional change.

Production efficiency

Learning-task transformation



Redefinition is not always the goal.

The best SAMR level is the one that supports the learning outcome.

Course Setting

- Interdisciplinary undergraduate course
- Campus sustainability as the living laboratory
- Students work with evidence, stakeholders, and trade-offs

Learning Outcome



Evaluate evidence, stakeholder needs, trade-offs, and feasibility to recommend and defend a campus sustainability intervention.

Same task, four redesign levels.



Substitution



Augmentation



Modification



Redefinition

COURSE CONTEXT

Sustainable Campus Development

Common Task



Develop a proposal to reduce campus food waste.



Protected Human Thinking



Problem framing



Evidence appraisal



Stakeholder judgement



Trade-off analysis



Decision and defence

SAMR: Substitution

AI-assisted language editing without changing the core learning task



Level 1 — Substitution

ACTIVITY DESIGN



Students use AI-assisted language editing after writing their own proposal draft.

The task remains essentially the same: improve clarity and presentation.

AI ROLE



Clarify wording



Correct language



Suggest concise phrasing

THINKING MADE VISIBLE



Submit the pre-AI draft



Mark accepted and rejected edits



Explain two improved changes and one rejected suggestion



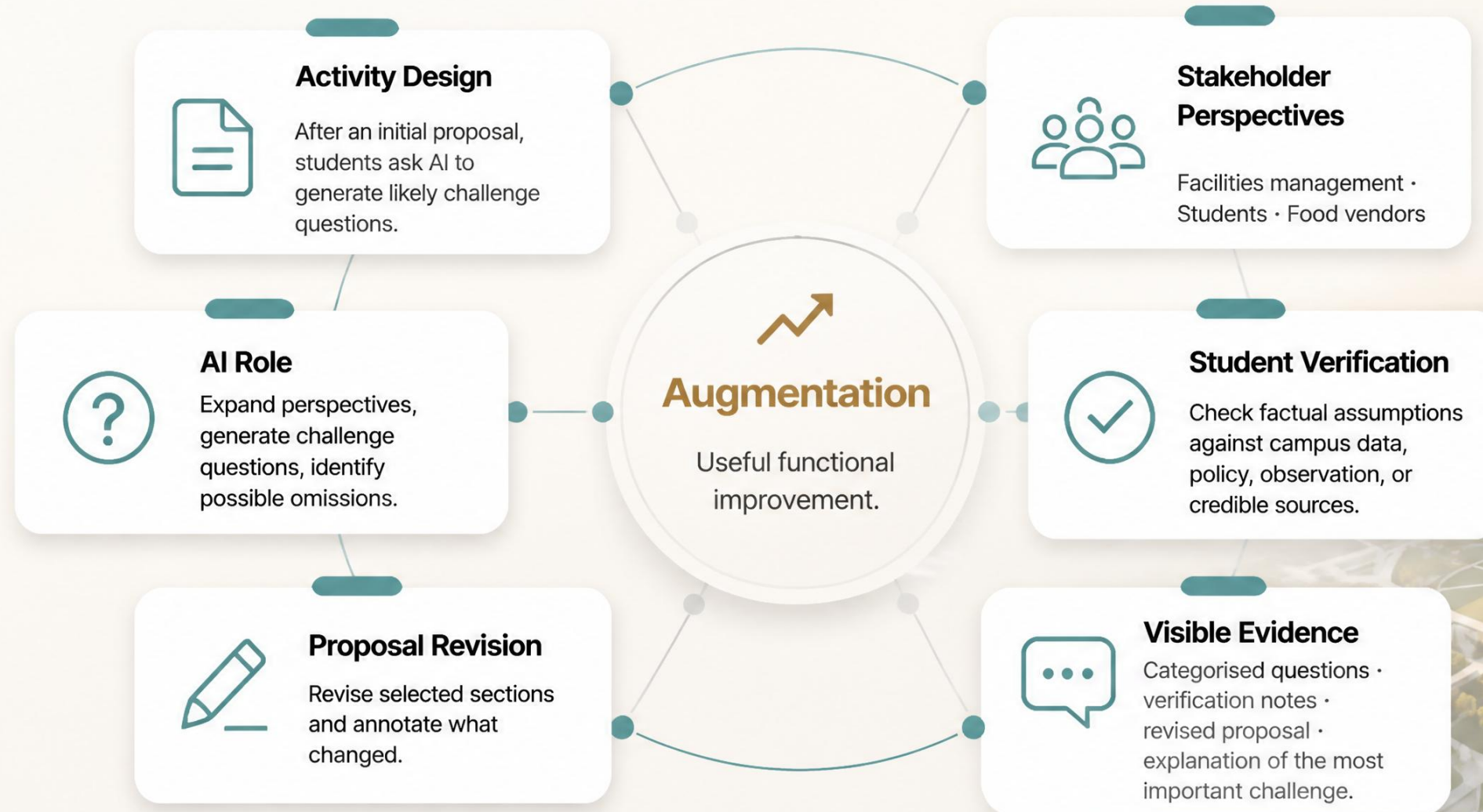
Design judgement

The learning task is substantially unchanged.

This is appropriate when the outcome is disciplinary reasoning, not language accuracy.

SAMR Augmentation

AI expands stakeholder perspective, but students still verify and decide.



The task gains feedback and perspective-taking without changing its basic structure. Abd Karim Alias@2026 | CC-BY

SAMR: Modification



Activity design: Students test three food-waste intervention options through AI-generated stakeholder scenarios, then compare those scenarios with local evidence and real constraints.



AI role: Simulates stakeholder responses, generates counterarguments, surfaces possible consequences, and stress-tests assumptions.



Thinking made visible: Option comparison matrix; verification against campus data, observation, or interviews; assumption register; decision memo; annotated revision trail.



Design judgement: The task is significantly redesigned around iterative critique, verification, and decision-making.



Student response

How students might react to pricing nudges, peer prompts, or reward systems.



Facilities constraint

Limitations in storage, signage space, staffing, and waste collection logistics.



Vendor concern

Impacts on pricing, supply chains, contract terms, and compliance.



Decision memo

Synthesis of scenarios, evidence, and trade-offs to recommend the best intervention.



Revision trail

Key changes, rationale, and what we learned.



Substitution

Technology acts as a direct tool substitute, with no functional change.



Augmentation

Technology acts as a direct tool substitute, with functional improvement.



Modification

Significant redesign of the learning task.



Redefinition

Technology allows for the creation of new tasks, previously inconceivable.

SAMR Redefinition

AI enables a dynamic stakeholder hearing that would be difficult to rehearse repeatedly without simulation.



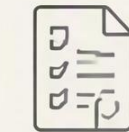
Dynamic simulation

AI plays evolving stakeholder roles, introduces new constraints, and challenges the team's proposal.



Real-time response

Students must justify evidence, trade-offs, feasibility, and consequences under questioning.



Visible evidence

Response log, team decision record, post-hearing revision, individual oral defence.



Design judgement: AI makes complex stakeholder negotiation scalable, but students still carry the reasoning.

SAMR Comparison

Transformation

Is Not the Same

as Learning

Judge the design by alignment with the learning outcome, not by novelty.

	AI role	Protected thinking	Visible evidence	Design value	Design risk
Substitution	Language polish and routine editing	Original disciplinary reasoning	Pre-AI draft, accepted/ rejected edits	Improves clarity without changing the task	Students may mistake polish for understanding
Augmentation	Feedback, questions, alternative perspectives	Relevance judgement and revision choices	Categorised AI questions, verified assumptions	Adds useful critique and perspective-taking	AI feedback may be accepted too easily
Modification	Scenario testing and iterative critique	Trade-off analysis, evidence appraisal, decision-making	Option matrix, assumption register, decision memo	Redesigns the task around judgement	Process evidence can become too burdensome
Redefinition	Dynamic simulation and evolving constraints	Response under pressure, defence, adaptation	Response log, team decisions, oral defence	Enables complex rehearsal at scale	Novel experience may distract from intended outcomes



Higher is not automatically better.



Efficiency can still be shallow.



Simple expeigns can protect deep thinking.

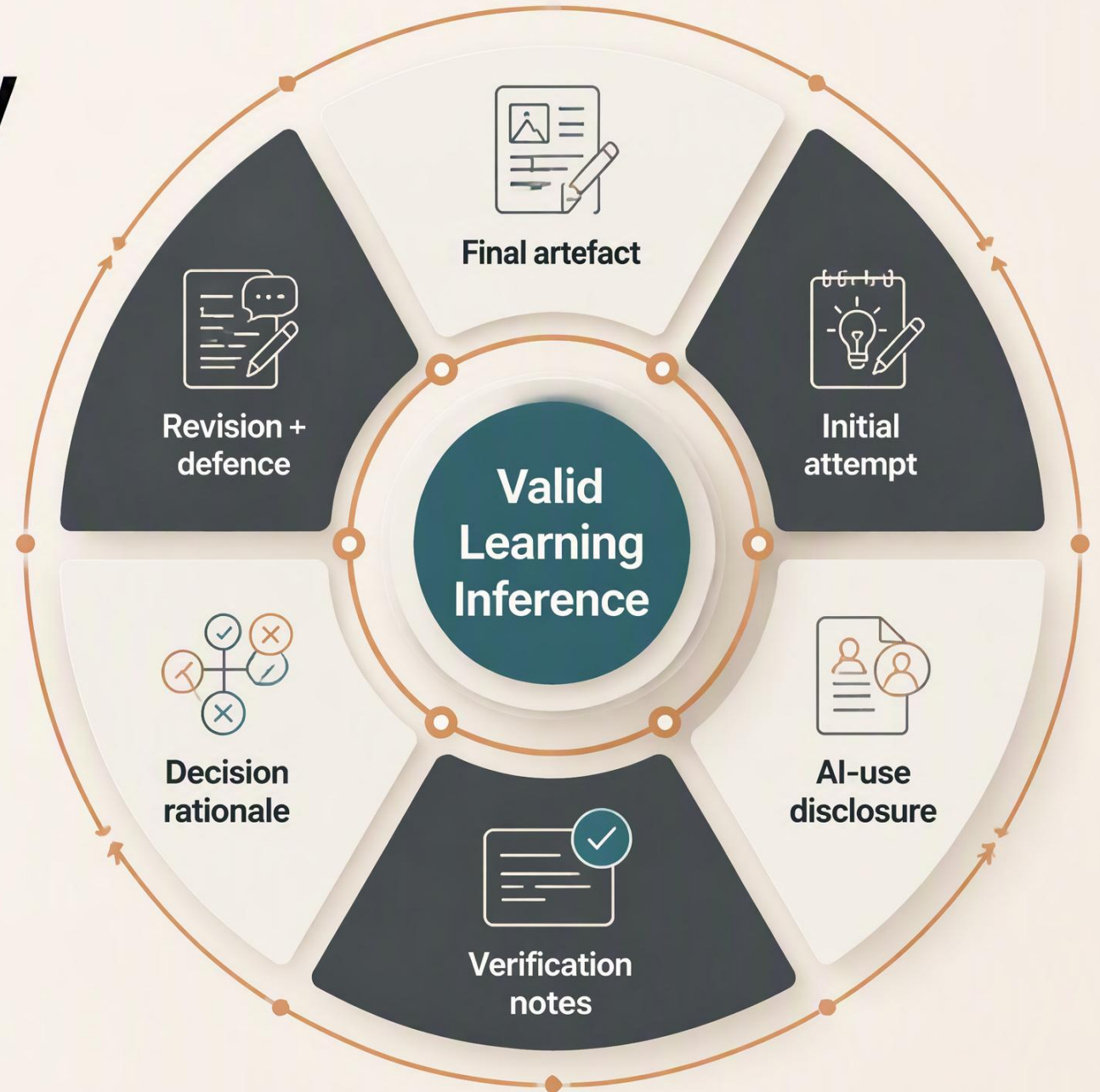
05 Assessment Redesign



From Final Product Only to Product Plus Process Evidence

- A final artefact shows what was submitted.
- Process evidence shows how the work was framed, tested, revised, and defended.
- Together, they strengthen the validity of learning judgements.

Assessment becomes stronger when the pathway to the product is visible.



Assessment Vulnerability Test

A five-question diagnostic for spotting where AI could bypass the thinking your assessment is meant to develop.



QUESTION	VULNERABILITY SIGNAL
1 Can AI produce a polished answer without the student first showing their own attempt?	Process is hidden
2 Does the task reward surface quality more than reasoning, judgement, or verification?	Polish outruns thinking
3 Is the final submission the only evidence used to infer learning?	Evidence is too thin
4 Can students accept AI suggestions without explaining what they checked, rejected, or changed?	Decisions are invisible
5 Would the student struggle to defend the work through questioning, transfer, or teach-back?	Ownership is uncertain



If several answers are "yes"
add visible
process evidence



If the outcome requires judgement
protect the human
decision points



If AI is allowed
require proportionate
disclosure and
verification

Sample Rubric

Assess the Thinking, Not Only the Polish

Use the final product as one source of evidence — then assess the reasoning that produced, tested, revised, and defended it.

	Emerging	Developing	Demonstrating
 Reasoning	Claim is stated, but reasoning is thin or mostly borrowed.	Explains key choices with some links to concepts or evidence.	Builds a clear, defensible line of reasoning from problem to decision.
 Judgement	Accepts suggestions or sources with limited evaluation.	Compares options and notices some limitations.	Weights alternatives against explicit criteria and justifies trade-offs.
 Verification	Few checks; relies on untested outputs or general claims.	Checks important claims against credible sources.	Documents what was verified, how it was checked, and what changed.
 Revision	Edits mainly for polish or completion.	Revises selected sections in response to feedback or evidence.	Shows how feedback, verification, and reflection improved the work.
 Defence	Describes the product but struggles to explain decisions.	Answers questions with partial rationale.	Explains, questions, corrects, and defends the work without relying on generated text.



Rubric principle: reward visible thinking — not only fluent presentation.

Green, Amber and Red AI-Use Rules

Link permission to the learning outcome, not to the tool.



GREEN — AI MAY CARRY

Permitted when AI does not replace the intended thinking.

- ✓ formatting
- ✓ transcription
- ✓ language polish
- ✓ routine conversion
- ✓ practice examples
- ✓ accessibility support



AMBER — DISCLOSE + SHOW EVIDENCE

Allowed when judgement, verification, and decisions remain visible.

- ✓ brainstorming
- ✓ draft feedback
- ✓ alternative explanations
- ✓ counterarguments
- ✓ summaries of student-provided material
- ✓ scenario exploration



Evidence: AI-use log ·
verification notes · decision memo



RED — STUDENT MUST CARRY

Not allowed when AI substitutes for the learning outcome.

- ✗ final argument without defence
- ✗ unverified sources
- ✗ fabricated citations
- ✗ hidden AI authorship
- ✗ delegated judgement
- ✗ work the student cannot explain



Rule of thumb: if the outcome requires framing, judging, verifying, deciding, or defending, the student must remain answerable.



Practical Redesign Workflow and Workshop Audit

Audit one existing assessment, protect the required human thinking, and make AI use transparent.



- 1 Choose one assessment
- 2 Name the intended learning outcome
- 3 Identify the protected human thinking
- 4 Run the AI vulnerability test
- 5 Map responsibility: AI may carry / shared with disclosure / student must carry
- 6 Select visible evidence of process
- 7 Add an AI-use declaration
- 8 Pilot, collect feedback, and revise

Workshop Audit Canvas

 Assessment being redesigned	
 Learning outcome	
 Thinking students must carry	
 Permitted AI role	AI may carry Shared with disclosure Student must carry
 Required process evidence	
 Declaration prompt	

Redesign begins with one assessment, one outcome, and one protected act of thinking.

MOVE BEYOND DETECTION REDESIGN FOR VISIBLE THINKING

Design one course, one learning activity, and one assessment so AI supports the work while students own the thinking.



Protected human thinking

Frame • Judge •
Verify • Decide • Defend



The question is not whether students use AI. The question is whether AI replaces the **thinking** the course is meant to develop.

Visible Thinking Blueprint

01

Course



Name the thinking the outcome requires.

02

Activity



Make judgement, verification, and revision visible.

03

Assessment



Collect evidence of process, not only product.



AI may support

Draft feedback •
Alternatives •
Practice • Clarity



Learning evidence

Initial attempt •
AI-use log •
Decision memo •
Oral defence



 About the Author

Prof. Dr Abd Karim Alias

PRINCIPAL FELLOW, UNIVERSITI TENAGA NASIONAL (UNITEN)

Prof. Dr Abd Karim Alias is a distinguished educator and retired Professor of Food Technology at the School of Industrial Technology, Universiti Sains Malaysia (USM), where he served for almost thirty years.

He is currently a Principal Fellow at Universiti Tenaga Nasional (UNITEN), and an Adjunct Professor at Universiti Malaya and Universiti Brunei Darussalam. He writes and speaks widely on higher education, learning design, and the human dimensions of teaching in a digital age.